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// satori.cpp
// Copyright (c) 2003. Satori Labs, Inc. All Rights Reserved.
// Note that in the code examples below, three dots (...) indicates places
// where code that wasn't relevant to illustrating the point was removed.
// Understanding this code requires knowledge of C++, Microsoft Pocket PC
// programming, some MFC, and some familiarity with Anoto pen technology.
//********************************************************************

// 1) Receiving notification from the pen:
// Our current system receives a file from the pen via a Bluetooth "push";
// we set up to be notified when a new file appears in the
// appropriate directory
void CFusionWareEditorView::OnInitialUpdate()
{
    // ...
    // ask to be notified of a file change in the PGD target directory, which may be a pgd file.
    // IFF widcomm exists, use it's path set for incoming files, else
    // default to temp dir.
    TCHAR buf[MAX_PATH];
    _tcscpy(buf, _T("\\Temp"));
    LPCTSTR lpszWidcommInboxDir = _T("SOFTWARE\\WIDCOMM\\btConfig\\Services\\0002");
    CRegKey cKey;
    LONG lResult = cKey.Open(HKEY_LOCAL_MACHINE, lpszWidcommInboxDir);
    if (ERROR_SUCCESS == lResult)
    {
        DWORD dwCount = MAX_PATH;
        cKey.QueryValue(buf, _T("InboxDirectory"), &dwCount);
        cKey.Close();
    }
    if (_tcslen(buf))
    {
        SHCHANGENOTIFYENTRY cne;
        cne.dwEventMask = SHCNE_CREATE;
        cne.pszWatchDir = buf;
        cne.fRecursive = FALSE;
        if (!SHChangeNotifyRegister(GetSafeHwnd(), &cne))
        {
            this->MessageBox(_T("Failed to register for pgd change notification!"), g_strAppName);
        }
    }
    // ...
}

// We then wait for a change notification, and try to handle it.
// The parser determines if its a valid pgd file.
// The file format, and as a result the parser, are defined by Anoto,
// the pen manufacturer.

LRESULT CFusionWareEditorView::OnFileChangeInfo(WPARAM /* wParam */, LPARAM lParam)
{
    FILECHANGENOTIFY *lpfcn = (FILECHANGENOTIFY*)lParam;
    FILECHANGEINFO *lpfcii;
    lpfcii = &(lpfcn->fcii);
}

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ASSERT(lpcfci->wEventId == SHCNE_CREATE);
// this calls code to actually parse the data
GetDocument()->HandleNewPGD((LPCTSTR)lpcfci->dwItem1);
SHChangeNotifyFree(lpcfn);
return TRUE;
}

// ****
// 2) Displaying handwriting on pgd screen
//
// We add the strokes for a given page here
void CEditItemDlg::SetItemInfo( void* pCurrentItem, CPtrArray* pItemsArray, int icurrentIndex )
{
    for (int i = 0; i < page->m_drawAreas->GetSize(); i++)
    {
        PadDrawArea &pdArea = page->m_drawAreas->ElementAt(i);
        int nSize = pdArea.m_userAreas->GetSize();
        for (int j = 0; j < nSize; j++)
        {
            PadArea &pArea = pdArea.m_userAreas->ElementAt(j);
            if (pArea.m_strokes)
            {
                int numStrokes = pArea.m_strokes->GetSize();
                // add each stroke - I will probably change this to just pass in the m_strokes list itself
                // The current one stroke at a time is based on an old algorithm
                for (int i = 0; i < numStrokes; i++)
                    m_graphicView.AddStroke(pArea.m_strokes->ElementAt(i));
            }
        }
    }
}

void CBitmapDisplay::AddStroke(PenStroke &newStroke)
{
    m_strokes.Add(newStroke);
    m_bRecreate = TRUE;
    m_bShowHorz = m_bShowVert = FALSE;
}

// everything is placed in a memory device context, so paint just blits that to the screen
void CBitmapDisplay::OnPaint()
{
    CPaintDC dc(this); // device context for painting
    if (m_bRecreate)
        CreateMemDC();
    if (m_memDC)
        dc.BitBlt(m_nOffsetx, m_nOffsety, m_sizeClient.cx, m_sizeClient.cy, m_memDC, m_nSourcex, m_nSourcey,
SRCCOPY);
    m_erase = FALSE;
}

// here is where we draw the PAD file contents, and the the pen strokes to create a view of the page.
BOOL CBitmapDisplay::CreateMemDC()
{

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if (!m_bRecreate || (!m_bmpNew.m_hObject && !m_padPage))
    return FALSE;
if (m_memDC)
    delete m_memDC;
CRect cRect;
GetClientRect(cRect);
m_sizeClient.cx = cRect.Width() - 18;
m_sizeClient.cy = cRect.Height() - 18;
if (!m_padPage)
{
    m_sizeAll.cx = (m_bmInfo.bmWidth > m_sizeClient.cx) ? m_bmInfo.bmWidth : m_sizeClient.cx;
    m_sizeAll.cy = (m_bmInfo.bmHeight > m_sizeClient.cy) ? m_bmInfo.bmHeight : m_sizeClient.cy;
    m_memDC = new CDC();
    CClientDC dc(this);
    m_memDC->CreateCompatibleDC(&dc);
    CDC tmpDC;
    tmpDC.CreateCompatibleDC(&dc);
    m_bmpOld = (HBITMAP)tmpDC.SelectObject(m_bmpNew);
    CBitmap tmpBmp;
    tmpBmp.CreateCompatibleBitmap(&dc, m_bmInfo.bmWidth, m_bmInfo.bmHeight);
    m_memDC->SelectObject(tmpBmp);
    m_memDC->BitBlt(0, 0, m_bmInfo.bmWidth, m_bmInfo.bmHeight, &tmpDC, 0, 0, SRCCOPY);
    tmpDC.SelectObject(m_bmpOld);
}
else
{
    // go through all the pad draw_area areas and find the min and max size...
    int maxx = 0, maxy = 0;
    int nSize = m_padPage->m_drawAreas->GetSize();
    ASSERT(nSize);
    for (int i = 0; i < nSize; i++)
    {
        PadDrawArea &pArea = m_padPage->m_drawAreas->ElementAt(i);
        int x = pArea.m_topLeft.x + pArea.m_size.cx;
        int y = pArea.m_topLeft.y + pArea.m_size.cy;
        if (maxx < x)
            maxx = x;
        if (maxy < y)
            maxy = y;
    }
    // add a little extra space
    maxx += 5;
    maxy += 5;
    m_sizeAll.cx = (maxx > m_sizeClient.cx) ? maxx : m_sizeClient.cx;
    m_sizeAll.cy = (maxy > m_sizeClient.cy) ? maxy : m_sizeClient.cy;
    m_memDC = new CDC();
    CClientDC dc(this);
    m_memDC->CreateCompatibleDC(&dc);
    m_bmpNew.CreateCompatibleBitmap(m_memDC, maxx, maxy);
    m_bmpNew.GetBitmap(&m_bmInfo);
}

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m_bmpOld = (HBITMAP)m_memDC->SelectObject(m_bmpNew);
// now draw areas onto screen
CPen pen;
pen.CreatePen(PS_SOLID, 2, RGB(0, 0, 255));
HPEN oldPen = (HPEN)m_memDC->SelectObject(pen);
HBRUSH oldBrush = (HBRUSH)m_memDC->SelectStockObject(WHITE_BRUSH);
CRect rect(0, 0, m_sizeAll.cx, m_sizeAll.cy);
rect.DeflateRect(1, 1, 1, 1);
m_memDC->Rectangle(rect);
m_memDC->SelectStockObject(NULL_BRUSH);
for (i = 0; i < nSize; i++)
{
    PadDrawArea &pArea = m_padPage->m_drawAreas->ElementAt(i);
    m_memDC->Rectangle(pArea.m_topLeft.x, pArea.m_topLeft.y, pArea.m_topLeft.x + pArea.m_size.cx,
    pArea.m_topLeft.y + pArea.m_size.cy);
    if (pArea.m_userAreas)
    {
        int uaSize = pArea.m_userAreas->GetSize();
        for (int j = 0; j < uaSize; j++)
        {
            PadArea &uarea = pArea.m_userAreas->ElementAt(j);
            m_memDC->Rectangle(uarea.m_topLeft.x, uarea.m_topLeft.y, uarea.m_topLeft.x + uarea.m_size.cx,
            uarea.m_topLeft.y + uarea.m_size.cy);
        }
    }
    m_memDC->SelectObject(oldPen);
    m_memDC->SelectObject(oldBrush);
}
double pelsPerUnitx = (.333 * theDoc->m_pelsPerMM_x);
double pelsPerUnity = (.333 * theDoc->m_pelsPerMM_y);
int nstrokes = m_strokes.GetSize();
// here is where the pen strokes are drawn to the memory device context
CPen pen;
pen.CreatePen(PS_SOLID, 2, RGB(0, 0, 255));
HPEN oldPen = (HPEN)m_memDC->SelectObject(pen);
const double offset = PAGEOFFSET/2.;
for (int i = 0; i < nstrokes; i++)
{
    PenStroke &stroke = m_strokes.ElementAt(i);
    int numPoints = stroke.numPoints;
    POINT m_line[2]; // Point array for drawing
    double x = (((double)stroke.points[0].x) / CALLIG_FIXUP + offset) * pelsPerUnitx;
    double y = (((double)stroke.points[0].y) / CALLIG_FIXUP + offset) * pelsPerUnitx;
    m_line[0].x = (int)x;
    m_line[0].y = (int)y;
    for (int j = 0; j < numPoints; j++)
    {
        x = (((double)stroke.points[j].x) / CALLIG_FIXUP + offset) * pelsPerUnitx;
        y = (((double)stroke.points[j].y) / CALLIG_FIXUP + offset) * pelsPerUnitx;

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        m_line[1].x = (int)x;
        m_line[1].y = (int)y;
        if ( HWRAbs(m_line[0].x - m_line[1].x) + HWRAbs(m_line[0].y - m_line[1].y) >= 2)
        {
            m_memDC->Polyline(m_line, 2 );
            m_line[0] = m_line[1];
        }
    }
}

m_memDC->SelectObject(oldPen);
// . . . then it goes on to set up scroll bars...
return !(m_bRecreate = FALSE);
}

// ****
// 3) Sending data to text recognition engine:
//

// Following is the main loop for handling incoming pen data:
void AnotoPointToCPoint(FPOINT &anotoPt, CPoint &cgrPoint, CFusionWareEditorDoc *pDoc)
{
    // convert to calligrapher points
    // samples are in Anoto Corrdinates.
    // Convert to short in a resolution that Calligrapher can handle
    double x = anotoPt.X - PAGEOFFSET;
    double y = anotoPt.Y - PAGEOFFSET;
    cgrPoint.x = (int)( x * CALLIG_FIXUP);
    cgrPoint.y = (int)( y * CALLIG_FIXUP);
}

// DoRecognize
// This routine is called after all strokes for a given session have been sent
// to the recognition engine. It now asks the recognition engine to provide
// the words, alternates, weights and actual strokes used for each word
BOOL DoRecognize(Calligrapher *m_callig, p_RecogWordData* data, UINT &num_ans, CFusionWareEditorDoc
*pDoc )
{
    TRACE0("DoRecognize called\r\n");
    if (!m_callig->IsLoaded())
        return FALSE;
    UINT num_alts, num_strokes, weight;
    TCHAR * ptr;
    TCHAR str[256];
#ifdef _DEBUG
    CString strRecognized = _T("");
#endif
    // get the number of words found/recognized
    num_ans = m_callig->GetAnswers( CGA_NUM_ANSWERS, 0, 0 );
    if (num_ans == 0)
        return FALSE;
    (*data) = new RecogWordData[num_ans];
    TRACE1("Answers found: %d\r\n", num_ans);
    for (UINT k = 0; k < num_ans; k++)

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{
    // get number of alternates
    num_alts = m_callig->GetAnswers(CGA_NUM_ALTS, k, 0);
    (*data)[k].numAlts = num_alts;
    // allocate space to store alternatives
    (*data)[k].alts = new LPTSTR[num_alts];
    // allocate place to store weights (percent probability) for each alternate
    (*data)[k].weights = new DWORD[num_alts];
    // get number of strokes used
    num_strokes = m_callig->GetAnswers(CGA_ALT_NSTR, k, 0);
    (*data)[k].numStrokes = num_strokes;
    // get the actual strokes used (may or may not match those sent in
    (*data)[k].strokesUsed = (int *)m_callig->GetAnswers(CGA_ALT_STROKES, k, 0);
    UINT highWeight = 0;
    // now ask for each alternative: the first one is the one we default to
    // using
    for (UINT i = 0, n = 0; i < num_alts; i++)
    {
        // get the alternate
        ptr = (TCHAR *)(m_callig->GetAnswers(CGA_ALT_WORD, k, i)); // Get word alternative
        int len = _tcslen(ptr) * sizeof(TCHAR);
        (*data)[k].alts[i] = new TCHAR[len];
        _tcscpy((*data)[k].alts[i], ptr);
        // get this alternates percent probability
        weight = (int)m_callig->GetAnswers(CGA_ALT_WEIGHT, k, i); // Get weight of the alternative
        (*data)[k].weights[i] = weight;
        if (weight > highWeight)
        {
            highWeight = weight;
            (*data)[k].selIndex = i;
        }
        // DEBUG ONLY: Place answers in the ans buffer
#endif _DEBUG
        strRecognized += ptr;
        strRecognized += _T(" : ");
        wsprintf(str, _T("%d"), weight);
        strRecognized += str;
        strRecognized += ", ";
#endif
    }
#endif _DEBUG
    strRecognized += _T("\r\n>>>");
    wsprintf(str, TEXT("Nstrokes: %2d"), num_strokes);
    strRecognized += _T("\r\n>>>");
    strRecognized += str;
    strRecognized += _T("\r\n>>>");
#endif
}
#endif _DEBUG
// TRACE will crash if StrRecognized is too long.

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CString traceOut;
if (strRecognized.GetLength() > 20)
    traceOut = strRecognized.Left(20);
else
    traceOut = strRecognized;
TRACE1("%s\r\n", traceOut);
pDoc->m_szTestData += strRecognized;
#endif
return TRUE;
}
Ret_t ProcessPages(InstanceID_t id, VoidPtr_t pUserData, PagesPtr_t pContent)
{
    TRACE0("Enter ProcessPages...\r\n");
    // create test padfile info
    CFusionWareEditorDoc *pDoc = (CFusionWareEditorDoc*)pUserData;
    CStrokesDB &sDB = pDoc->GetStrokesDatabase();
    CProgressCtrl &progCtrl = theMainView->m_progressCtrl;
    theMainView->m_progText.SetWindowText(_T("Processing new pen data . . ."));
    progCtrl.ShowWindow(SW_SHOW);
    Idle();
    pDoc->m_szTestData = _T("");
    // First get the pen data as pages from the WBXML parser
    CString strText;
    // Now parse the STF Data along with Stylo data
    PageListPtr_t pagelist = NULL;
    PagePtr_t page = NULL;
    pagelist = pContent->pages;
    StfDecoder1_0 stfdecoder;
    float offsetX = 0, offsetY = 0;
    int iPages = 0;
    while(pagelist)
    {
        // get next in the list
        pagelist = pagelist->next;
        iPages++;
    }
    CPage* pcPage = new CPage[iPages];
    pagelist = pContent->pages;
    iPages = 0;
    while(pagelist)
    {
        // get each page stuff
        page = pagelist->item;
        if( page )
        {
            STFPtr_t stf = NULL;
            StyloPtr_t stylo = NULL;
            stf = page->stf;
            stylo = page->stylo;
            PCDATAPtr_t stylodata = NULL;

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PcdataPtr_t stfdata = NULL;
if( stylo )
{
    stylodata = stylo->table->data;
}
if(stf)
{
    stfdata = stf->data;
}
pcPage[iPages].SetSize( CSize(page->width, page->heighth) );
if(page->pa)
{
    // To Do make char* to TCHAR*
    wchar_t* lpwszID = NULL;
    int iLength = 0;
    char* pszID = smlPcdata2String(page->pa);
    LocaleStringToUnicode( pszID, &lpwszID, &iLength );
    pcPage[iPages].Id(lpwszID);
    delete [] lpwszID;
}
else
{
    pcPage[iPages].Id(_T("0.0.0.0"));
}
BinaryReader reader = BinaryReader((BYTE*)stfdata->content, stfdata->length );
stfdecoder.decode( reader, stylodata ? (BYTE*)stylodata->content : NULL, stylodata ? stylodata->length : 0,
pcPage[iPages], offsetX, offsetY );
iPages++;
}
// get next in the list
pagelist = pagelist->next;
}
if (g_padInfo == NULL)
    g_padInfo = new CPadInfo;
// Now itererate through the pages and pull out the items
for (int pageIndex = 0; pageIndex < iPages; pageIndex++)
{
    if (g_padInfo->SelectPage(pcPage[pageIndex].Id()))
    {
        // page already exists...
        g_padInfo->ResetCurPageData();
    }
    else
    {
        if (!g_padInfo->LoadPadFile((LPCTSTR)g_padFileName, pcPage[pageIndex].Id()))
            continue; // try next page
        g_padInfo->SelectPage(pcPage[pageIndex].Id());
    }
    CString strFormat;
    CString strData;

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CStroke* pStroke = NULL;
vector<CStroke>& strokes = pcPage[pageIndex].GetStrokes( );
UINT numStrokes = strokes.size();
double tLastTime = 0.;
g_padInfo->SetCurPageCreateTime(strokes[0].StartSecond());
progCtrl.SetRange(0, numStrokes * 2 + g_padInfo->m_pages.GetSize() + 2);
progCtrl.SetStep(1);
// setup calligrapher
PenStrokes pAllStrokes = new PenStroke[numStrokes];
pDoc->m_callig->CleanStorage();
// start new section
TRACE0("StartSect called...\r\n");
pDoc->m_callig->StartSect();
UINT wordsFound; // number of words found
// store off first time
// Main loop for converting Anoto floating point strokes to
// integer values and storing them and other relevant data
// in the DB
if (numStrokes)
    tLastTime = strokes[0].Time();
#ifndef _DEBUG
short minX, minY, maxX, maxY;
minX = minY = SHRT_MAX;
maxX = maxY = 0;
#endif
for( UINT i = 0; i < numStrokes; i++ )
{
    pStroke = &strokes[i];
    vector<FPOINT>& samples = pStroke->Samples();
    CPoint *cPoints = new CPoint[samples.size()];
    pDoc->m_callig->StartStroke();
    UINT numSamples = samples.size();
    double tTime = pStroke->Time();
    // if time difference between strokes is greater than 1200ms
    // start new section.
    if ((tTime - tLastTime) > 1200)
    {
        TRACE0("closing callig section due to time difference\r\n");
        pDoc->m_callig->EndSect();
        TRACE0("EndSect called...\r\n");
        // start another since we have another stroke at least
        pDoc->m_callig->StartSect();
        TRACE0("StartSect called...\r\n");
    }
    tLastTime = tTime + pStroke->Duration();
    TRACE1("Adding %d points\r\n", numSamples);
    // the Anoto points come in as floating point values, which must be translated to integer for the recognizer
    for (UINT j = 0; j < numSamples; j++)
    {
        // convert from float to integer

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AnotoPointToCPoint(samples[j], cPoints[j], pDoc);
// add to recognizer
#ifndef _DEBUG
    // find the bounds for debug purposes
    int x, y;
    x = cPoints[j].x;
    y = cPoints[j].y;
    if (x < minX)
        minX = x;
    else if (x > maxX)
        maxX = x;
    if (y < minY)
        minY = y;
    else if (y > maxY)
        maxY = y;
#endif
#endif
}
// save points in temp array
pAllStrokes[i].points = cPoints;
pAllStrokes[i].numPoints = numSamples;
progCtrl.StepIt();
Idle();
// now find section for this item
pDoc->m_callig->EndStroke();
}
pDoc->m_callig->EndSect();
TRACE0("EndSect called...\r\n");
// The points have been converted, now send them
// to the recognizer, and fill the RecogData structure,
// Each RecogData structure will contain the strokes, words and alternate words found
// and each is associated with a Page location or PadArea
CMap<PadArea*, PadArea*&, PadArea*, PadArea*&> padMap;
PadArea *lastArea = NULL;
// divide strokes up into areas as defined by PAD file
for (i = 0; i < numStrokes; i++)
{
    // see below for implementation of FindPadArea
    PadArea *area = g_padInfo->FindPadArea(pAllStrokes[i].points, pAllStrokes[i].numPoints);
    if (!area)
    {
        TRACE0("Received stroke that was not associated with any page location!");
        if (lastArea)
            lastArea->m_strokes->Add(pAllStrokes[i]);
        continue;
    }
    TRACE1("Stroke added to area %s\r\n", (LPCTSTR)area->m_name);
    // keep pad areas in a map for easy look each iteration through this loop
    if (!padMap.Lookup(area, area))
    {
        padMap[area] = area;
    }
}

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#ifndef ZFORTIFY
#define new
#endif
area->m_strokes = new CArray<PenStroke, PenStroke&>;
#ifndef ZFORTIFY
#define new ZFortify_New
#endif
{
    ASSERT(area->m_strokes);
    area->m_strokes->Add(pAllStrokes[i]);
    lastArea = area;
    progCtrl.StepIt();
    Idle();
}
// now send each area's strokes to recog engine
POSITION pos = padMap.GetStartPosition();
Calligrapher *pCallig = pDoc->m_callig;
while (pos != NULL)
{
    PadArea *area, *area1;
    padMap.GetNextAssoc(pos, area, area1);
    ASSERT(area == area1);
    CArray<PenStroke, PenStroke&> *strokes = area->m_strokes;
    int nStrokes = strokes->GetSize();
#ifndef ZFORTIFY
#define new
#endif
if (!area->m_wordData)
    area->m_wordData = new CArray<RecogWordData, RecogWordData&>;
#ifndef ZFORTIFY
#define new ZFortify_New
#endif
if (nStrokes)
{
    // recognition engine called here for each page/PAD section
    pCallig->OpenDefaultSession();
    for (i = 0; i < (UINT)nStrokes; i++)
    {
        PenStroke &stroke = (*strokes)[i];
        pCallig->Recognize(stroke.numPoints, stroke.points ); // And send it to recognition
    }
    pCallig->Recognize(0, NULL); // end section
    pCallig->CloseSession();
    p_RecogWordData recogData = NULL; // array of recognized words
    if (DoRecognize(pDoc->m_callig, &recogData, wordsFound, pDoc))
    {
        TRACE1("DoRecog found %d words\r\n", wordsFound);
        FillRecogWordData(recogData, wordsFound, strokes, pDoc);
        for (UINT k = 0; k < wordsFound; k++)
        {

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//           recogData[k].id = pDoc->GenerateUID();
recogData[k].pageID = 1;
//           recogData[k].StoreData(sDB);
recogData[k].padArea = area;
recogData[k].bDeleteData = FALSE;
area->m_wordData->Add(recogData[k]);
}
delete[] recogData;
}
}

progCtrl.StepIt();
}

delete[] pAllStrokes;
// g_padInfo now has all the words
TRACE2("minX = %d, minY = %d\r\n", minX, minY);
TRACE2("maxX = %d, maxY = %d\r\n", maxX, maxY);
} // for (pageIndex = ...
pDoc->UpdateAllViews(NULL);
sDB.Close();
TRACE0("...Exit ProcessPages\r\n");
progCtrl.ShowWindow(SW_HIDE);
theMainView->m_progText.SetWindowText(_T("Waiting for new pen data . . ."));
return SML_ERR_OK;
}

// Following is the code that is used to determine which page/PAD area a give stroke belongs in
// it essentially gets the bounds of the stroke and determines which page/PAD area rectangle contains the majority
// of the stroke bounds There are various ways to optimize this, but the current implementation is straightforward
// The result of this code is that via the page definition files, we know what type of item the strokes create - an event
// task, note, email, contact, etc.
// These first two functions are used to determine if an area has ANY of the bounding vertices
// returns number of vertices of testRect in checkRect, if any
int NumRectPointsInRect(CRect &checkRect, CRect &testRect)
{
    int count = 0;
    if (checkRect.PtInRect(testRect.TopLeft()))
        count++;
    if (checkRect.PtInRect(testRect.BottomRight()))
        count++;
    CPoint ptTopRight(testRect.right, testRect.top);
    if (checkRect.PtInRect(ptTopRight))
        count++;
    CPoint ptBottomLeft(testRect.left, testRect.bottom);
    if (checkRect.PtInRect(ptBottomLeft))
        count++;
    return count;
}
BOOL PadArea::ContainsStroke(CRect &bounds)
{
    int count = NumRectPointsInRect(this->GetRect(), bounds);
    // if it has more than two vertices, it MUST contain all of the stroke rectangle
}

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if (count > 2)
    return TRUE;
// check to see if this area contain MOST of the bounds rect.
CRect intRect;
intRect.IntersectRect(this->GetRect(), bounds);
DWORD barea = bounds.Height() * bounds.Width();
DWORD iarea = intRect.Width() * intRect.Height();
// TRACE2("StrokeArea = %ld, IntersectArea = %ld\r\n", barea, iarea);
if ((barea/2) < iarea)
    return TRUE;
return FALSE;
}

// FindPadArea gets the bounds of the stroke and iterates the PAD areas to see which, if any, contain MOST of the
stroke area
//
PadArea *CPadInfo::FindPadArea(CPoint *stroke, UINT numPoints)
{
    ASSERT(numPoints);
    // get the bounds of the stroke
    CRect bounds(stroke[0].x, stroke[0].y, stroke[0].x, stroke[0].y);
    long &xMin = bounds.left;
    long &yMin = bounds.top;
    long &xMax = bounds.right;
    long &yMax = bounds.bottom;
    for (UINT i = 1; i < numPoints; i++)
    {
        if (xMin > stroke[i].x)
            xMin = stroke[i].x;
        else if (xMax < stroke[i].x)
            xMax = stroke[i].x;
        if (yMin > stroke[i].y)
            yMin = stroke[i].y;
        else if (yMax < stroke[i].y)
            yMax = stroke[i].y;
    }
    double pelsPerUnitx = (.333 * theDoc->m_pelsPerMM_x);
    // now adjust to PAD points
    xMin = PAD_ADJUST(xMin)*pelsPerUnitx;
    yMin = PAD_ADJUST(yMin)*pelsPerUnitx;
    xMax = PAD_ADJUST(xMax)*pelsPerUnitx;
    yMax = PAD_ADJUST(yMax)*pelsPerUnitx;
    // got bounding rect, see what area it is in.
    PadPage &pPage = this->m_pages[m_pageIndex];
    ASSERT(pPage.m_drawAreas);
    i = 0;
    BOOL done = FALSE;
    PadDrawArea *pdrawArea, *foundDrawArea = NULL;
    CArray<PadDrawArea, PadDrawArea&> *drawAreas = pPage.m_drawAreas;
    for (i = 0; i < (UINT)drawAreas->GetSize(); i++)
    {

```

```

pdrawArea = &drawAreas->ElementAt(i);
if (pdrawArea->ContainsStroke(bounds))
{
    foundDrawArea = pdrawArea;
    break;
}
}

if (foundDrawArea && foundDrawArea->m_userAreas)
{
    PadArea *pArea, *foundArea = NULL;
    UINT size = foundDrawArea->m_userAreas->GetSize();
    for (i = 0; i < (UINT)size; i++)
    {
        pArea = &foundDrawArea->m_userAreas->ElementAt(i);
        if (pArea->ContainsStroke(bounds))
        {
            foundArea = pArea;
            break;
        }
    }
    if (!foundArea)
    {
        TRACE0("**** Draw area found, but no user area found!!!!");
        return (PadArea*)foundDrawArea;
    }
    TRACE1("Area found name: %s", foundArea->m_name);
    return foundArea;
}
else
{
    TRACE0("**** Draw area found, but no user area found!!!!");
    return (PadArea *)foundDrawArea;
}
}

// ****
// 4) Allowing the user to select a list of alternates
// This is one of the more complicated parts of the code. When the user click
// and holds on an edit control, a context menu is created, which may be
// populated with alternate words if they exist.
void CEditCtrl::ContextMenu(CPoint point)
{
    CMenu mnuCtxt;
    if (!m_nMenuID)
        return;
    mnuCtxt.CreatePopupMenu();
    // ...
    // now see if there are alternate words for word at this location
    int x = point.x - GetMarginWidth();
    int y = point.y;
    CPoint curLoc;

```

```

MouseToCaret(x, y, curLoc);
m_nContextMenuItemIndex = -1;
if (curLoc.y < m_vLines.GetSize())
{
    Line &ILine = m_vLines[curLoc.y];
    // The wordAlternates structure contains the info about alternate words for a given word starting at a given line
index
    if (ILine.wordAlternates)
    {
        m_ptCaretPos = curLoc;
        CPoint start, end;
        // from the given word point location, we get the word bounds
        GetWordPoints(start, end);
        WordAltInfo *p_wordInfo = NULL;
        BOOL bFound = FALSE;
        // then see if an alternate exists for the given word index
        for (int i = 0; i < ILine.wordAlternates->GetSize(); i++)
        {
            p_wordInfo = &(ILine.wordAlternates->ElementAt(i));
            int index = p_wordInfo->index;
            if (index >= start.x && index <= end.x)
            {
                m_nContextMenuItemIndex = i;
                break;
            }
        }
        if (m_nContextMenuItemIndex != -1 && p_wordInfo && p_wordInfo->wordData && (p_wordInfo->wordData-
>numAlts > 1))
        {
            if (menuAdded)
                mnuCtxt.AppendMenu(MF_SEPARATOR, 0, _T(""));
            RecogWordData *wordData = p_wordInfo->wordData;
            for (i = 0; i < wordData->numAlts && i <= EM_INSERTALTLAST; i++)
            {
                if (i != wordData->selIndex)
                {
                    mnuCtxt.AppendMenu(MF_ENABLED, EM_INSERTALT+i, wordData->alts[i]);
                    menuAdded++;
                }
            }
        }
        MakeCaretVisible();
    }
}
if (menuAdded)
    mnuCtxt.TrackPopupMenu(TPM_LEFTALIGN|TPM_TOPALIGN, point.x, point.y, this);
}

// The complicated part is keeping the wordInfo array up to date if the user
// does any editing of the items. We have to update the wordInfo items if
// the user cuts, pastes, deletes, backspaces, undo, redo, etc, etc so that

```

```

// the indexes stay associated with the correct words, even if said words have
// been modified by the user. We only drop the wordInfo item if the first
// letter of the word is deleted. But if the user does an undo of that, we
// have to re-add the item. Following are bits of code that do most of this:
// NOTE: this code is only unit tested and possibly incomplete at this point.
// Usually, alternate word info is created when a new line is inserted,
// if the code doing the insertion passes in an alt info array
BOOL CEditCtrl::InsertLine(LPCTSTR text, int nLength, int nPosition, WordAltInfoArrayPtr p_wordInfo, int wailIndex)
{
    Line line;
    if (nLength == -1)
    {
        if (text != NULL)
            nLength = (int)_tcslen(text);
    }
    line.nLength = nLength;
    line.nMax = (nLength ? ROUND_SIZE(REAL_SIZE(nLength)): 0);
    // line.nBlockColor = -1;
    if (nLength != 0)
    {
        line.pcText = new TCHAR[line.nMax+1];
        if (!line.pcText)
            return FALSE;
        if (p_wordInfo)
        {
            line.wordAlternates = new WordAltInfoArray;
            for (int i = 0; i < p_wordInfo->GetSize(); i++)
            {
                if (wailIndex)
                {
                    WordAltInfo item = p_wordInfo->ElementAt(i);
                    int lastIndex = wailIndex + nLength;
                    if (item.index >= wailIndex && item.index <= lastIndex)
                    {
                        item.index -= wailIndex;
                        line.wordAlternates->Add(item);
                    }
                }
                else
                {
                    WordAltInfo item = p_wordInfo->ElementAt(i);
                    if (item.index < nLength)
                        line.wordAlternates->Add(item);
                }
            }
        }
        memset(line.pcText, 0, REAL_SIZE(nLength+1));
        memcpy(line.pcText, (LPCTSTR)text, REAL_SIZE(nLength));
    }
    if (nPosition == -1)

```

```

    m_vLines.Add(line);
else
{
    m_vLines.InsertAt(nPosition, line);
}
nLength = (int)CaretOffsetLine(nPosition == -1 ? (int)m_vLines.GetSize() - 1 : nPosition, nLength);
if (nLength > m_nLongestLine)
{
    m_nLongestLine = nLength;
    SetupHScroller();
}
return TRUE;
}

BOOL CEditCtrl::InsertTextEx(int nLine, int nColumn, LPCTSTR lpszText, CPoint *ptNewPos, WordAltInfoArrayPtr
p_wordInfo )
{
    TCHAR *pcRemChars = NULL;
    int nRemaining = 0, nCurrent = nLine, nIndex;
    BOOL bError = FALSE;
    WordAltInfoArrayPtr tmpWordInfo = NULL;
    // First we save the characters right
    // of the caret on the line we start
    // the insert on.
    if (m_vLines.GetSize() > nLine)
    {
        Line &ILine = m_vLines[nLine];
        tmpWordInfo = ILine.wordAlternates;
        // Any text?
        // ...
        int cumulative = 0;
        while ( 1 )
        {
            // Reset index.
            nIndex = 0;
            // Iterate the text until we reach a line
            // break or the end of the text.
            int width = nColumn;
            while ( lpszText[ nIndex ] != _T( '\0' )
                && lpszText[ nIndex ] != _T( '\r' )
                && lpszText[ nIndex ] != _T( '\n' )
            )
            nIndex++;
            // Are we still on the current line?
            if ( nCurrent == nIndex )
            {
                // Yes. Append the characters.
                bError = !AppendText(lpszText, nCurrent, nIndex, p_wordInfo );
                // not a new line, but has alternate word info?
                if (!bError && tmpWordInfo)
                {

```

```

        int size = tmpWordInfo->GetSize();
        for (int i = 0; i < size; i++)
        {
            // add in new characters
            if (tmpWordInfo->ElementAt(i).index > nColumn)
                tmpWordInfo->ElementAt(i).index += nIndex;
            TRACE1("INSERRTTEXTEX::WordInfo index: %d\r\n", tmpWordInfo->ElementAt(i).index);
        }
    }
}
else
{
    // Insert a new line.
    bError = !InsertLine(lpszText, nIndex, nCurrent, p_wordInfo, cumulative);
}

// Did we reach the end of the string?
if ( lpszText[ nIndex ] == _T( '\0' ) )
{
    // Setup the new position.
    if ( ptNewPos != NULL )
    {
        ASSERT(m_vLines.GetUpperBound() >= nCurrent);
        Line &line = m_vLines[nCurrent];
        ptNewPos->x = line.nLength;
        ptNewPos->y = nCurrent;
    }
    // Any remaining characters to add?
    if ( pcRemChars )
        bError = !AppendText(pcRemChars, nCurrent, nRemaining );
    break;
}

// Next line...
nCurrent++;
nIndex++;
// Newline?
if ( lpszText[ nIndex ] == _T( '\n' ) || lpszText[ nIndex ] == _T( '\r' ) )
    nIndex++;
cumulative += nIndex;
// Adjust pointer.
lpszText += nIndex;
}

// ...
}

BOOL CEditCtrl::AppendText(LPCTSTR lpszText, int nLine, int nLength, WordAltInfoArrayPtr p_wordInfo, int wordAltIndexStart )
{
    // Length passed?
    // ...
    // Any text to append?
}

```

```

// ...
// checks here to see if a newly inserted item is a substitute word due to the user selecting an alternate from the
Context Menu
if (p_wordInfo)
{
    // inserting substitute word?
    if (ILine.wordAlternates)
    {
        // no need to adjust anything here
        // just add the new wordInfo stuff
        int size = p_wordInfo->GetSize();
        for (int i = 0; i < size; i++)
            ILine.wordAlternates->Add(p_wordInfo->ElementAt(i));
    }
    else // no, this is new
    {
        // adjust index's per nLength
        int size = p_wordInfo->GetSize();
        if (ILine.nLength)
        {
            for (int i = 0; i < size; i++)
            {
                p_wordInfo->ElementAt(i).index += ILine.nLength;
                TRACE1("APPENDTEXT::wordInfo index = %d\r\n", p_wordInfo->ElementAt(i).index);
            }
        }
        ILine.wordAlternates = new WordAltInfoArray;
        // is this a previously existing line?
        if (wordAltIndexStart)
        {
            int len = ILine.nLength;
            for (int i = 0; i < size; i++)
            {
                // see if this has any words with alternates
                // this would be alts with index's greater than wordAltIndexStart
                // include len that was added on above
                if (p_wordInfo->ElementAt(i).index > (wordAltIndexStart + len))
                    ILine.wordAlternates->Add(p_wordInfo->ElementAt(i));
            }
        }
        else // these seperated for speed's sake, even though possible to combine lines above with this.
        for (int i = 0; i < size; i++)
            ILine.wordAlternates->Add(p_wordInfo->ElementAt(i));
    }
}
// ...
// There is similar code for deleting text, cutting text, inserting text, Undo and
// Redo. This code essentially tracks the WordAlternate
// indexes and adjusts them, adds them, deletes them as necessary.

```

```

// ****
// 5) Constructing an event from the data
BOOL CSelectItemsDlg::OnInitDialog()
{
    // ...
    SYSTEMTIME sysTime;
    CString strText;
    COleDateTime dt = COleDateTime::GetCurrentTime();
    dt.GetAsSystemTime( sysTime );
    The strokes and word data have already been sorted into Page/PAD areas which themselves constitute an event,
    task, etc. This code goes through and finds each area by type.

    // Is there any "real" data?
    if (g_padInfo && g_padInfo->m_pages.GetSize() > 0)
    {
        UINT nSize = g_padInfo->m_pages.GetSize();
        for (UINT i = 0; i < nSize; i++)
        {
            PadPage *page = &g_padInfo->m_pages.ElementAt(i);
            ASSERT(page);
            UINT pdSize = page->m_drawAreas->GetSize();
            for (UINT j=0; j < pdSize; j++)
            {
                PadDrawArea &pdArea = page->m_drawAreas->ElementAt(j);
                if (pdArea.m_userAreas)
                {
                    UINT uaSize = pdArea.m_userAreas->GetSize();
                    for (UINT k = 0; k < uaSize; k++)
                    {
                        PadArea &uaArea = pdArea.m_userAreas->ElementAt(k);
                        if ((uaArea.m_strokes != NULL) && (uaArea.m_strokes->GetSize()))
                        {
                            CString aName = uaArea.m_name;
                            if (aName.Left(11).CompareNoCase(L"appointment") == 0)
                            {
                                CFusionEvent* pEvent = new CFusionEvent;
                                CTime curDate(sysTime);
                                if (page->m_applInfoAreas)
                                {
                                    int aiSize = page->m_applInfoAreas->GetSize();
                                    PadArea *aiArea;
                                    BOOL bFound = FALSE;
                                    for (int ai = 0; ai < aiSize; ai++)
                                    {
                                        aiArea = &(page->m_applInfoAreas->ElementAt(ai));
                                        if (aiArea->m_name == L"date")
                                        {
                                            bFound = TRUE;
                                            break;
                                        }
                                    }
                                }
                            }
                        }
                    }
                }
            }
        }
    }
}

```

```

    if (bFound)
    {
        curDate = StrToCTime(aiArea->m_value);
    }
}

// time should be the last char or two at the end of the area name.
int curTime = _wtoi((LPCTSTR)aName.Right(2));
curDate = CTime(curDate.GetYear(), curDate.GetMonth(), curDate.GetDay(), curTime, 0, 0);
strText = uaArea.ExpandStringData();
pEvent->SetSubject(strText);
TRACE1("Subject: %s\r\n", (LPCTSTR)strText);
pEvent->SetIcon( eNewAppoint );
SYSTEMTIME tTime;
curDate.GetAsSystemTime(tTime);
pEvent->SetStartDT( tTime );
curDate = CTime(curDate.GetYear(), curDate.GetMonth(), curDate.GetDay(), curTime+1, 0, 0);
curDate.GetAsSystemTime(tTime);
pEvent->SetEndDT( tTime );
pEvent->SetRecordDT( sysTime );
pEvent->m_padPageIndex = i;
pEvent->m_padArea = &uaArea;
__int64 createTime = page->m_createTime;
ULARGE_INTEGER uli = *(ULARGE_INTEGER *)&createTime;
FILETIME ft = *(FILETIME *)&uli;
SYSTEMTIME sysTime;
FileTimeToSystemTime(&ft, &sysTime);
pEvent->SetRecordDT(sysTime);
m_ItemsList.AddItem( pEvent );
// we found an appointment.
}
else if (aName.Left(4).CompareNoCase(L"task") == 0)
{
    // we found a task
    CFusionTask *pTask = new CFusionTask;
    strText = uaArea.ExpandStringData();
    pTask->SetSubject(strText);
    TRACE1("Subject: %s\r\n", (LPCTSTR)strText);
    pTask->SetIcon( eTask );
    pTask->SetRecordDT( sysTime );
    pTask->m_padArea = &uaArea;
    pTask->m_padPageIndex = i;
    __int64 createTime = page->m_createTime;
    ULARGE_INTEGER uli = *(ULARGE_INTEGER *)&createTime;
    FILETIME ft = *(FILETIME *)&uli;
    SYSTEMTIME sysTime;
    FileTimeToSystemTime(&ft, &sysTime);
    pTask->SetRecordDT(sysTime);
    CTime curDate(sysTime);
    if (page->m_applInfoAreas)
    {

```



```

// In this version, that means sending it to Pocket Outlook. Each type class, such
// as CFusionEvent and CFusionTask, etc, has a WriteToOutlook function, which is
// simply called when the user clicks on a SendToOutlook button, menu, etc.
// The code is as follows in general, and is pretty much as required by the
// Pocket Outlook Object Model interface:
bool CFusionEvent::WriteToOutlook( void* pOutlookManager )
{
    bool bResult = true;
    CFWPOOMManager* pManager = (CFWPOOMManager*)pOutlookManager;
    IAppointment *pAppointment = NULL;
    HRESULT hr = S_OK;
    if( !pManager->Initialized() )
        return false;
    // Create an event to receive the new data
    hr = pManager->GetApplication( )->CreateItem( olAppointmentItem, (IDispatch **)&pAppointment );
    // subject
    pAppointment->put_Subject((LPTSTR)(LPCTSTR)m_strSubject);
    // body/description/notes
    pAppointment->put_Body((LPTSTR)(LPCTSTR)m_strBody);
    // location
    pAppointment->put_Location((LPTSTR)(LPCTSTR)m_strLocation);
    // set all day
    // LOOK: inputs are assumed in local, if not change this
    bool bLocalTime = false;
    if (m_bAllday)
    {
        pAppointment->put_AllDayEvent(VARIANT_TRUE);
        // bLocalTime = false;
    }
    else
    {
        pAppointment->put_AllDayEvent(VARIANT_FALSE);
    }
    // start date
    DATE date = SystemTimeToDate( m_startDateTime, bLocalTime, pManager );
    pAppointment->put_Start(date);
    // end date
    date = SystemTimeToDate( m_endDateTime, bLocalTime, pManager );
    pAppointment->put_End(date);
    // write to store
    hr = pAppointment->Save( );
    if( FAILED( hr ) )
    {
        goto cleanup;
    }
cleanup:
    if( pAppointment )
        pAppointment->Release();
    if( FAILED( hr ) )

```

```
    bResult = false;  
    return bResult;  
}
```